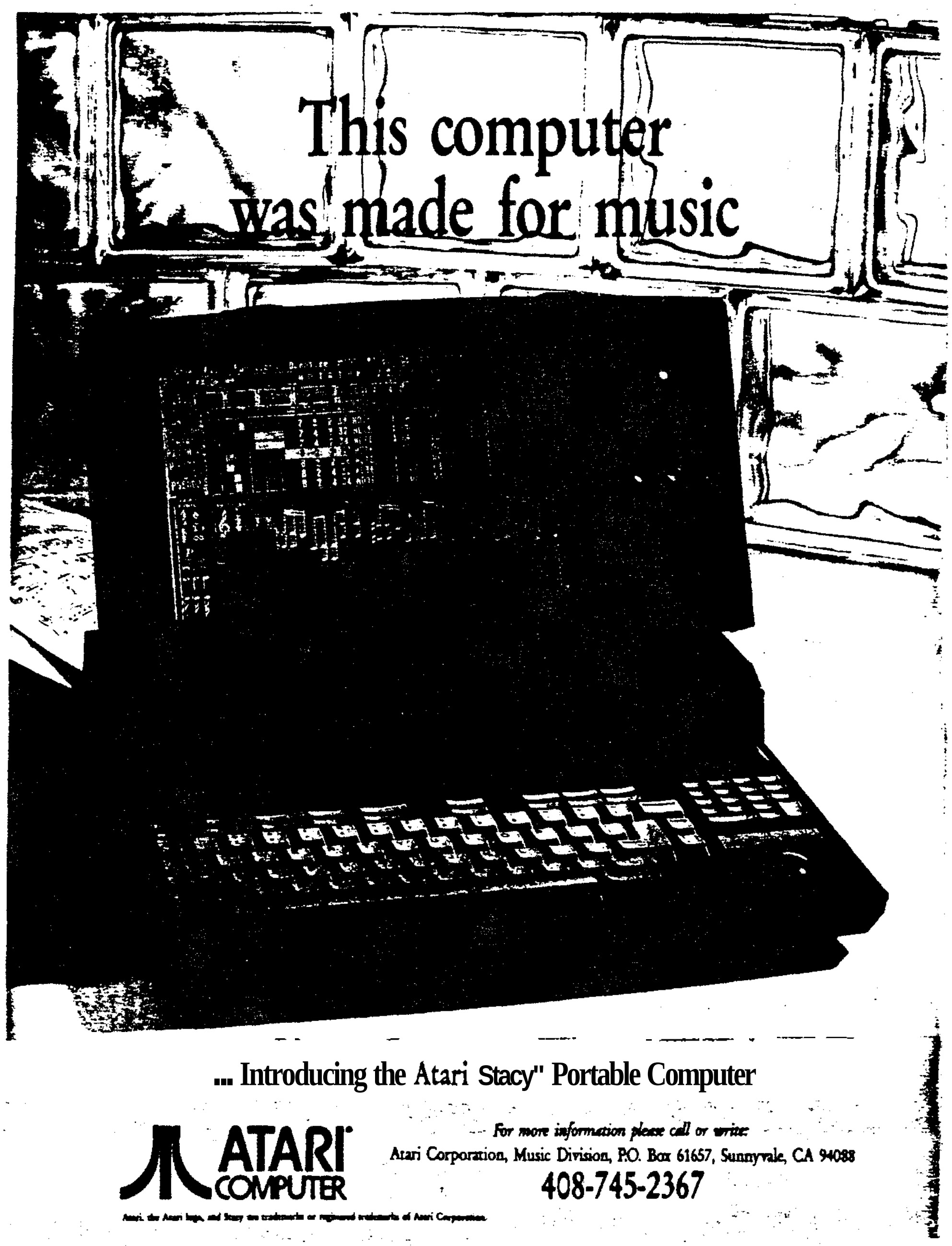
ABBUC

The LIAUG Lighthouse

The newsletter of the Long Island Atari User Group

FEBRUARY 1990
VOLUME 6 NO 2



Long Island Atari User Group

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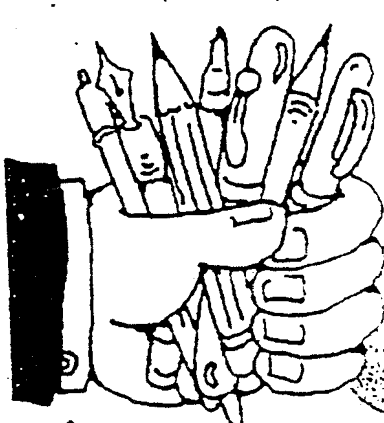
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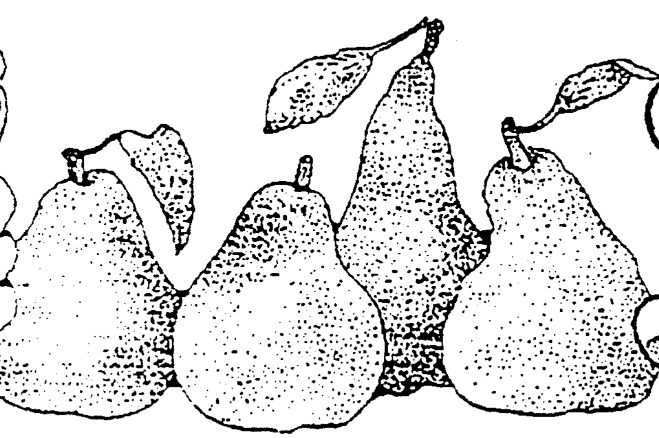
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Directions to the library: From the Long Island Expressway: Take exit 58 North (Old Nichols Road). continue north for approximately two miles and make a left (west) turn onto Smithtown Blvd. Continue west for 1 112 miles to the Nesconset Plaza on the right hand side of the road The library is located in the west end of the plaza.

From The Northern State Parkway: Take the Northern to the end where it continues east as Veterans Memorial/Nesconset Highway (routes 3471454). Go east approximately two miles and take the left fork (347). Continue for another three miles to Terry Road. Make a right turn onto Terry Road and take the left fork (approximately 314 mile) onto Smithtown Blvd. The library will be in the Nesconset Plaza on the left hand side approximately one mile from the fork. Meetings are open to all those interested at no charge. The meetings begin at 12D0 p.m. in the library's community room and end at 4D0 p.m.

Current LIAUG Officers

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16 Bit Program Manager	Terrence Madden

Club Meetings

The Long Island Atari User Group Meets once a month at the Nesconset branch of the Smithtown Library. Membership dues are $20 per year and entitles you to receive the newsletter.

The newsletter is currently being produced on a 520ST with lmbyte memory and a 20mbyte hard drive. Software is Timeworks Desktop Publisher.

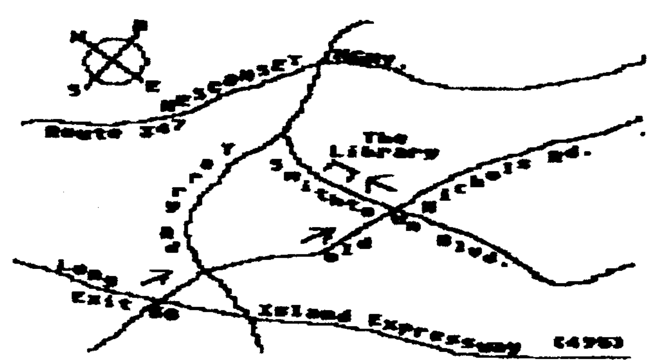
If you have any questions or comments about The Lighthouse or LIAUG, please write to our mailing address or post on our BBS.

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If no answer call: (516) 221-2964 and leave a message.



MINI MIDI LESSONS

Continued from January issue

by Morris G. Miller

#3

DO I NEED TO KNOW MUSIC TO USE MIDI ?

Yes. And no.

There's nothing like a definitive answer, but the proper answer depends on what you want to do with your MIDI system. It requires no knowledge of music to play pre-recorded songs. You can change the voices, tempo, attack (volume) and many other components of musical character and style having no knowledge of music. You can have someone else play a song while you record it and have no knowledge of music. You can even do a lot of editing to a song with no knowledge of music.

But, it does help.

If you have no knowledge of music. you will be pleasantly surprised how quickly you can learn what you need to know of the rudiments of music once you start entering a new song into the editor. Keep in mind that it is not necessary to "play" a song to enter it into the editor. There are at least a half dozen different ways to get music into the sequencer. Some easier than others. but others more suitable to the circumstances than some I

We are not talking about "composing" music or knowing all about chords and patterns. It will be necessary to learn the relative tonal positions of lines and spaces on the musical staffs. It will be necessary to learn what note shape has to do with time and duration. It will be necessary to recognize the markings in the time and key signature of a score. All this should take about an hour of talking to your daughter, who has been taking those expensive piano lessons, and the next three days to enter your first two simple songs.



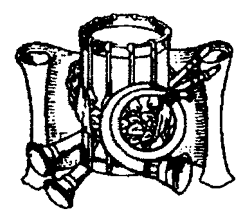
After that it's all down hill.

Pre-recorded songs can give hours (literally) of great pleasure by the nominal process of examining them in the edit buffer of the sequencer and finding for yourself what the affects are.

Have that daughter play the song while you record it - mistakes matter not. Play with the editor until all notes are like the score. This will quickly let you see for yourself how the notes correspond to position on the staff, how shape relates to duration, and how the signature affects the individual note pitch, and how quickly 10pm can arrive. Assign voices. adjust tempo. set the MIDI channel. set up the synth patches and presto I New song.

Yes. you will need to know some "music". You do not need to know music theory. What you need to know at a minimum. you can learn very quickly by doing. Just don't burst out singing too loud!

Happy MIDI.



MULTISYNCH MONITORS

Continued from January issue

COLOR AND HIGH RESOLUTION MONOCHROME

DISPLAY FOR **THE** ATARI STs

Making your own box for $35 or less in parts will give you an opportunity to try out several monitors at a dealer and select the one that is most acceptable for high resolution monochrome display. But a problem is that most dealers don't have the more expensive monitors broken out for display, and you may not be able to give one a try. Be persistant. Ask the dealer if he can recommend a customer that has a

monitor you are interested in. But by all means, try before you buy to insure that the display meets with your satisfaction. Don't take the word of others because each has different levels of acceptability.

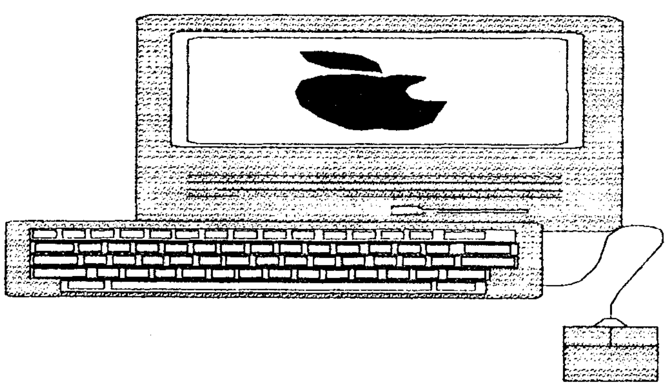
MULTISYNCH MONITOR PERFORMANCE

I have tried the homebrew Monitor Switch Box with the Sony 1303 and the NEC Multisync and Multisync II. The 1303 is not the quality of the 1302 which has a finer dot pitch. However, the color was excellent but the monochrome display was soft.

The Sony I302 has a .26mm dot pitch. This is a measure of the center-to-center distance between dots and is also an indicator of dot or pixel size. Until recently, the 1302 had the finest dot pitch of any color monitor on the market. And dot pitch is a better indicator of sharpness than horizontal and vertical lines of resolution. The lines are also a function of screen display size; so don't be mislead by more lines resolution. It simply might correspond to a larger monitor display size. And as the monitor size increases, the dots are made larger and render a less sharp display.

But Sony is less than forthcoming in its specifications for the 1302. While touting the .26mm dot pitch, they don't publish the fact that this applies to horizontal spacing only. The vertical spacing is different, perhaps .32mm which is nothing to shout about. As a consequence. you may see black horizontal lines that separate the color display lines. They are not dramatically obtrusive, but they are there. On the plus side. the Sony's have that superb Kodachrome color that is richly saturated. The blacks are black. and the background in monochrome is absolutely paper white. The 1302 is satisfactory for ST monochrome use.

This model is being superseded by the new 1304 HG that has a .25mm dot pitch. The specifications on this new monitor closely match those of the Apple Color Monitor for the Mac II. This monitor is made by Sony to Apple's specifications. but it is not multisynch. I use one on a Mac II and it is excellent in both monochrome and color. Because of the closeness in specifications — the only two monitors available with a .25mm dot pitch — I strongly suspect that they are the same. Sony has simply adapted the Apple version for multisynch use. And if 1 were to place my money on a monitor that would be highly acceptable for monochrome display with the ST (sight unseen in an actual test), it would be the Sony 1304 HG. When viewed in color on an IBM PC, the dots appeared extremely fine and it appears that the .25 pitch holds true for both vertical and horizontal.



The 1303 is not as good as the 1302 or 1304. Howcvcr it did give a good monochrome display that was similar in size to the ST's color display in medium resolution. Although good, it does not come close to matching quality of the SM124. Since I spend at least 60 percent or more of my time in Spectre/Macintosh operation. I felt that this was not acceptable for my requirements. When switching from color to monochrome. the screen picture sizes must be readjusted. When the color picture fills out the screen, the monochrome picture will be half screen size until it is adjusted. The Sony controls are in the rear, making them very inconvenient for this operation. The NEC and NEC II have their controls on the front. When making adjustments, insure that horizontal positioning is correct. When first tested, the NEC seemed to have ghosting with the character display. However this was because the screen had wrapped around and required proper positioning. The NEC display was also good. But it was not the equal of Sony in color — more pastel and less saturated.

Both the Sony 1304 and NEC 3D now have automatic screen sizing when displays are changed: so this should eliminate annoying adjustments. Additionally, both are improved over earlier models. Both would perhaps make acceptable choices lor monochrome use on the ST. But I would still think that the Sony 1304 would win by more than a hair if it is anything like the Apple Macintosh monitor. Perhaps a dealer will break one out for testing when they become more plentiful and prices drop.

Sony 1304s are discounted for around $645, and 1302s for $575. NEC 3Ds ate lower priced at $585. The Mitsubishi Diamond Scan can be found at $499 and sometimes lower. If the 16" Nano FlexScan is a true multisynch. those who want everything can get it for just under $900.

TO BE CONTINUED —

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AAARGH!!!

program by Arcadia Software

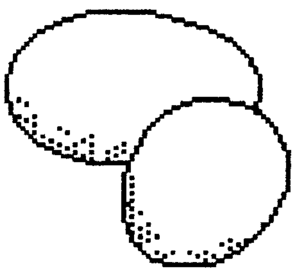
distributed by Electronic Arts

reviewed by Nabil Pike

What do you say when you see the grade on that test you studied oh so hard for, or when the boss decides to play god?

"AAARGH"

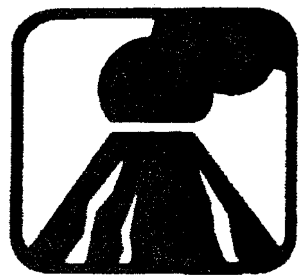
Well, finally there is someone who understands you. This new one from Arcadia follows many earlier themes, ie. you the monster must stomp down upon unsuspecting people and crunch and destroy(or be destroyed.) Ah. but let's add a new element to the game. Let's look under the buildings for hmmm... GOLDEN EGGS. Yes. that's right; for a limited time you may destroy a town and have something to show for it(besides indigestion.)



Your options include one or two player and the choice of being a big cyclops with a major case of halitosis or a womba fire breathing lizard. Well, whatever your choice, your mission is clear: get out there and kick butt, But it won't be easy - for even if you crush the buildings, avoid the killer wasps, and get the egg before the natives move it away. you still have to fight whichever monster you aren't to keep it. After you have collected enough eggs to go after the big one, you must journey to the volcano. The flaming mount spews forth dangerous lava as you traverse narrow bridges over the bubbling magma. And if you get it and survive to keep it you **WIN!**

Well, that's the game in a nutshell, it includes about 6 pages of documentation, but hell who needs it; you're not Bert Einstein, you're a MONSTER. Although this game follows some fairly old lines, such as Crush, Crumble, and Chomp, it still does it in a vaguely original fashion. The controls tend to be fairly simple and very easy to get the hang of. All in all it's a decent piece of programming;at a lower price it would be a must buy, but at 534.95 it is a little spendy for what it offers.

Well, until next time goodbye true bclicvcrs. This has been Nabil Pike bringing you the news.



TeX

by Ed Williams

TeX, pronounced 'tek'. is a program designed for 'book-quality' typesetting. which is especially for manuscripts containing a lot of mathematics. It was designed and written by Donald Knuth. a Stanford professor of mathematics and computer science. who is also renowned for his classic, three volume treatise 'The Art of Computer Programming'. It was written in a specially designed. self documenting variant of Pascal called WEB, and has since been translated into C, and implemented on a vast array of computers from Crays to IBM PCs.

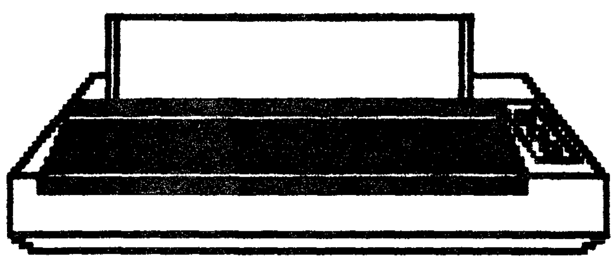
The prime source of information about TeX is 'The TeXbook' by Knuth, which constitutes the manual for TeX; additionally the source code has been published in another book. As TeX is such a powerful program. the book is at first a little intimidating for first-time users. Nevertheless it is well-written, well-indexed and indispensiblc to all but the most casual TeX users.

TeX is not WYSIWYG, it does not support mice, have windows or menus. It is most similar. perhaps, to the nroff/equation package found on Unix systems. TeX takes its input from an ascii text file, prepared with your favorite text editor. TeX formatting, and other commands are embedded in the file escaped by backslashes. For instance. \centerline(\bf This is a centered boldface line) gives you a centered boldface line.,

The TeX program processes this file to produce a device

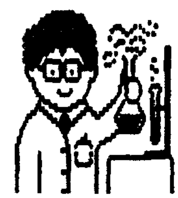
independent .dvi file, which **contains** all the **information** as to **where** each ktter and **symbol, in** whkh font. is to be placed **on** the page (or screen). It automatically **figures** where to break lines and pages, hyphenating when **necessary,** with proportional spacing, though the user **can always** override **TeX's** choices **if** they are not to his liking. **Additionally, TeX** automatically **handles** such niceties as kerning (adjusting the **interletter spacing)** and **ligatures** (certain **letter** combinations, **such** as **ff, are** not **printed** as the **sequence** of **separate letters),** and attends to such details as **increasing** the interword spacing **between** two sentences. These are just some **of** the **differences** that distinguish **'book-quality'** typesetting **from** the output **of** a **typical word-processor.**

A **separate device-driver program takes** the dvi filer and prints or **displays** them. DVIST **displays** a **.dvi** fik **on** a monochrome ST, DVIEPS outputs to an Epson printer. DVIPS translates to a **postscript** file for a laser printer. and so on. Different devices support different resolutions,- 95 **pixels** per inch for an Atari display, **300dpi** for **most laser printers** and even higher **resolution** on **phototypesetters.** All **use** the identical dvi fik. only the quality **of** the output **differs.**



TeX is really a language; **TeX** commands are **macros** that are expanded by **TeX** into **TeX's** primitives, which do **basic** operations like move you around the **page, choose** a font **and place** characters. You can **readily** define your **own** macros, lor instance after **\def\me{Edward A.** Williams) any \me in the document will be expanded into my name.

TeX itself comes with an extensive set of **built-in** macros - **called** 'plain **TeX' - however** other authors have generated other macro **packages** to facilitate certain t a s k The **most** widespread **of these** is LaTeX **by** Leslie Lamport. **LaTeX** has a variety of 'style' templates - book, article. **report, letter** etc. - which makes the production of documents in **these** predefined styles very straightforward. though **making** deviations **from** the styles more complex. LaTeX is probably most useful for **non-technical** writing, whereas plain **TeX** would **be** suitable for scientific and technical writing involving equations, tables etc. **AMSTeX** is a version used by the **American** Mathematical Society for its **journal** publications, **SliTex is** for slides and **vugraphs, BibTeX** is for



automating **bibliographies** and even more **specialized dialects** of **TeX** exist.

Where TeX shines the brightest is in its ability to typeset mathematics. If you **want** equations with subscripts and **superscripts, greek** letters, integrals. **matrices** and so forth then **TeX is** for you. If you have taken college physics you might **recognize Maxwell's equations** in **TeX:**

\def\curl{\nabla\times}

\def\div{\nabla\cdot}

$$c\curl E=-\partial B/ \partial t$$

$$c\curl B=\partial E/ \partial t + 4\pi J$$

$$\div E=4\pi \rho$$

$$\div B=0$$

The **$$...$$** grouping gives you a **displayed (i.e.** on a separate **line) equation,** the **\curl** and **\div macros** arc **user defined** for convenience. **A** more **sophisticated** user might **define** the **following macro** with an argument:

\def\tderiv#1{\partial #1/\partial t} then **\tderiv{E}** would expand to the partial time derivative of E i.e. **\partial E/\partial** t. and **Faraday's law would become:**

$$c\curl E = -\tderiv{B}$$

TeX itself is in the public domain. **however** lor **most** machines there are both **'free'** and 'commercial' versions available. For the Atari ST. I have been using a **'commercial TeX'** from Tools Gmbh. **Kessenicher Strasse** 108, 5300 Bonn 1 W. Germany. which I obtained directly from them about **eighteen** months **ago** for about $100; I can **recommend** it highly. Their **dvi driver supports** a **dozen+ printers** including **Epsons,** Nec P6, HP **Laserjets,** the Atari SLM804, and by now **presumably** supports even more. They **also** have a useful **landscape** option and some other features that set **it above** the **'free'** versions. **'Free' TeXs** are **available** on many networks, **on Compuserve** and **from** Current **Notes.** My experience with these **versions** is limited.

Note that **TeX** requires about 800K or **so** to run and requires monochrome, and life will **be** painful unless you have at **least** one double-sided drive, and a **hard** disk will help •

CRAZY-EIGHTS!

By

Robert Buman, SAGE 8-bit Librarian

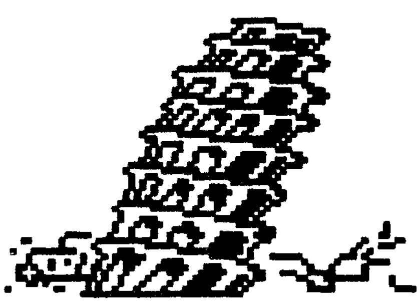
Spectrum Atari Group of Erie, Pennsylvania

Before we jump to this month's subject, let me treat you to a written account of the toot I gave my fellow SAGE directors— a tour of the new SAGE library office!

Denny and the other directors requested the tour. I agree completely with their concern to check out the place where precious club quipment will be kept. Even though I was librarian once before, I'm still the "new guy" on the team. Now. I hope you readers can appreciate just how fortunate you are to be allowed to share in this experience. Any other year People magazine would be hot for a story like this and they pay BIG BUCKS. Unfortunately they're obsessed with all this new president stuff right now and are too busy to cover REAL news like the current 8-bit events.

SAGE "SCROLL" publisher Chuck and V.P./wife Jean arrived first. followed shortly by our secretary Patty and Treasurer Dick. Mike, the ST librarian hustled in soon after and wasted no time in sniffing around. Typical of most ST people, he is curious to see how us 8-bitters do things so he can say he does it all betted Denny, our president, arrived fashionably late.

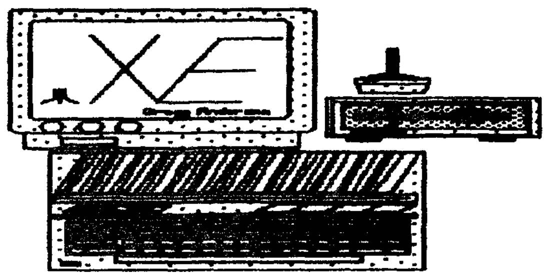
"We could kill two birds with one stone and hold our board meeting tonight" said Dick, who is always trying to save time or money. Patty seemed leery of that idea. She eyed the main lobby of the downtown office-tower with her head dug firmly into her neck. "You sure its safe to be here?" she whispered.



'It's after hours— nobody but me and the crew come here after Five" I assured her.

"I keep the club's ST equipment at home" Mike snorted. I reminded him "The ST library consists of four boxes of 3-inch disks, so BIG DEAL!"

Over the years the 8-bit library has accumulated a 130XE, 1050 drive, THREE printers, two boxes of paper, two extra-long boxes of ready-1—11 disks and another three-or-so HUGE boxes of club supplies. "No way was my mother going to let me, MY equipment, the club's equipment AND my cats overrun her bathroom again.". I added. "She even complained about my dark-room stuff being in there."



"Oh Dear" cried Jean. 'Did your mom kick you and your cats out?"

"No. the cats volunteered to come along, but I told them they'd just get in the way."

Chuck was wearing this big, mischievous grin. "Just do what I did, Bob Put all the equipment in the back yard and build an addition around it!"

Denny decided to get things back to business. "I don't think our budget can afford that sort of solution just yet. How about if we get in there and look around. By the way, what floor is your office on?"

"Good Question, Denny", mike said. "This was quite a structure in its time, wasn't it? I mean before they condemned it."

"Condemned?" Denny's eyes nearly popped out of his head and I could only assume he figured out how I got such a good deal on the office...

Wow I remember-" Denny said, sounding concerned to say the least, 'This is the Commerce Building. They're tearing it down."

"Well, yes" I **admitted.** "But they've **been** working on the north side mostly. My office is in a penthouse on the south side."

Patty screamed **"The TENTH FLOOR?** Good **bye! I'm** not going up to the tenth flood"

I grabbed her arm and managed to calm her down. **"No,** not the Tenth floor. They **razed** the top two floors and dropped my penthouse to the **eighth.** The whok **process is** going **slowly—** it could be another month or **so** before my office is ground level.

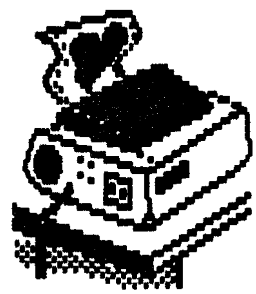
'That's nice" said Patty. **"Let's** wait a **month!"**

It took a little while to do it but I finally had everyone **re-assured.** It was reasonably **safe** to visit the library office as long **as** no **more** than two **people** at a time rode the ekvator up. Patty took the stairs. A short time later we were all up on the roof.

"There she is" I **said,** pointing to the only complete structure left standing. surrounded by loose bricks and plasterboard left-overs of other rooms. "OK, **follow** me" I called out. **I'm** sun everyone sensed my excitement. I poured **refreshments** lor everyone from the water **cooler** I found on the ninth floor: that **is,** when there WAS a ninth **floor.**

Once everybody got comfortable. I began to elaborate on my arrangement and **use** of club equipment. The **130XE** with its extra memory and 1050 disk drive with the doubkr chip are a perfect combination for doing disk copying and general file perusing. Off from the main desk is a table holding the club's three **printers.** The antique-looking **820,** which I dubbed the **"KA-CHUNK"** because that's what it sounds like when it works. is used lorprinting the directory listings included with most of the disks we offer. Sitting **next** to the 820 is a 1020 plotterlprintet. This is our backup insert maker since we somehow ended up with 50 rolls of plotter paper. Then we come to the handy 1025. which has the dual roll of dumping DOC files and making labels. My own printer is right next to the desk. Talk about your **work-horse!** This





Gemini 10 printer was once owned by **SAGE's** founder and first ptesident. They **used** to fight over who'd get to **use** it on weekends! Heh-heh, just a **little** library **humor!** This printer gets used lor **graphics** printing. Of **course** all **these relics** come in handy for testing out programs made lor specific **printers.**

My tour was coming to a close. I ended by showing everyone my neat discovery: how those **drawer-style** compact disk **holders** wen **perfect** for storing our HUGE **8-bit** disk library (it's true: if you can find them, take a look. They work for me.)

I figured all this equipment-boasting would get snobby Mr. ST Librarian jealous. and I was right as usual.

"Why does the **8-bit** office have quipment and I **don't?"** he whined. I just grinned (am I a **brat** or **what!)**

All of this **self-indulgence,** believe it or not. actually **leads** right into my subject for this month: EIGHT good reasons why **8-bits** are better than **16-bits!**

Jumpin' GTIA **chips!** ***Good*** thing this is 1989 and not 1985. **I'd** probably **get** strung up for making **waves!** But it **IS** 1989 and I feel the **8-bit** Atari computer line has taken enough abuse from ALL sides. It's time we strut around and shake our leathers **again!**

Here are my EIGHT good **reasons—** in no particular order:

1> **8-bit** computers are in plentiful supply thanks to 10 years of **production!**

2> **8-bit** computers cost **LESS** than 16-bit **computers.**

3> We have our very own Atari brand **4-color** plotter. They **don't.**

4> Their **plotters cost** hundreds of dollars. Ours can be had lor less than 35 bucks.

5> Our computers come in 4 styles (4001800, XL, XE, **XEGS).** They only have two (regular and mega).

6> We have a BASIC language that is commonly accepted and standardized, they don't.

7> Our computers have pop-in BASIC or **built-in** BASIC.. theirs **don't.**

8> **Our** function keys have logical names: theirs just have numbers.

As Jimmy Durante used to say, "I got a million of 'em." Obviously there are lots more. What reasons can you share with us that makes **8-bit** Ataris better (in your opinion) than 16-bits? How about sending them (or any comments. good or bad) to us,. We look forward to your **mail.** Write to:

SAGE

ATT'N: "CRAZY EIGHTS"

P.O. BOX 10562

ERIE, PA 16514

If we publish your comments you will **be** sent a dozen COLORFUL labels containing the SAGE logo, printed here at the SAGE LIBRARY. Remember: WE WANT CRAZY EIGHTS TO BE YOUR FAVORITE NEWSLETTER **COLUMN!!**

Now, back to the tour. We all got out of the building alive and without a scratch. Mike's feelings were soothed by promising him we'd look into purchasing an ST for the ST librarian position **(with** emphasis on 'look into".) Start saving those **green-stamps** faithful **SAGE'ers,** we may need **them!**

Meanwhile. I am being strongly urged into finding a better location for our MASSIVE SAGE **8-BIT** LIBRARY. Hrmphl This place is a little crumbly, but at **least** it's **free!**

*** BOB ***

ASTI Talks About...The "ST Party"

I was talking with my cantankerous partner, the Dictator. about this month's **article,** and he wants to know why **no-one** ever has an **"ST** Party." What is an "ST Party" you ask? Well. it's no wonder you haven't heard about them, the Dictator invented them but failed to **tell** many **people** about them.

It all started back in **September** of 1985 when the Atari ST first came out. I was (proudly)the Dictators VERY FIRST computer, and a **brand** new model to boot! *So,* he **didn't** know where to go to get any **information** on how to use me ot heat about the new software that was **slooowly** being **released.** Well **after** hanging around the store where he bought me (enough to be a free salesman and ST promoter), he managed to locate several other new owners. Not having a club or **user** group to go to. the Dictator invited **these** other owners to his home in groups of two and three lor motel) to share fun, information, opinions, news and experiences about the ST. After realizing what a good time could be had, a phone call to a few of these new friends about an **"ST** Party" **soon** turned into a weekly affair.

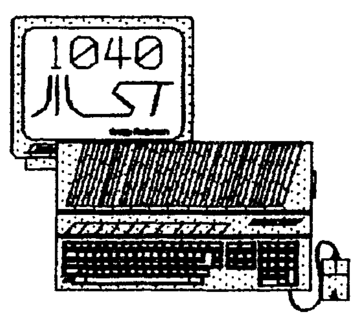
Now the Dictator is **all-consumed** by a user group. but the idea is still very **valid** for all of you to consider. How many times have you said to yourself or your ST friends that there is never enough time at the user **group** meetings? Try inviting a couple friends over for some ST time. Get to know some of the other user group members better and learn a lot about your machine.

The Dictator's parties included everything from game playing to programming and using business software. It's a great way to get a **first-hand** review and opinion. And two or more heads can explore a computer and it's **hardware** & software much better than one. Give it a try.

On another note, being cooped up here with the Diiator gets rather boring. It would be really nice if some of you could l i d the time to **drop** me a line and let me know Im not talking to empty space. Ask questions, give opinions. tell about experiences. or just say "HI." We all function better if we get a little feedback lor as one of my friends would **say** 'need more input") to inspire us to continue. Please write to:

ASTI & the Dictator P.O. **Box** 99737 Troy, Mich. 48098 and I **promise** to **answer** all letters in this article.
ASTI land the **Dictator!)**

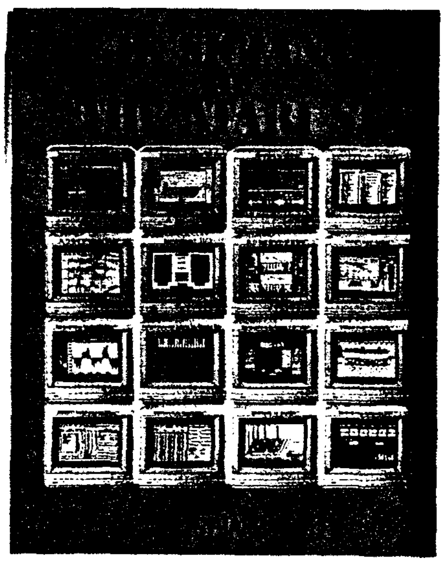
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“Technically, the Atari ST handles MIDI timing better than the others. Musically, it has a great feel."

"When 1 went to purchase a computer, I talked to several of the top studio drummers around Los Angeles who overdub on everybody's computer tracks. I asked them which computer felt the best to them. They all told me the Atari. Whatever the technical reasons, the Atari ST just handles MIDI timing better."

LEE RITENOUR



Call now for your free copy of "Musicians and the Atari ST.” You'll learn about the complete line of ATARI computers, peripherals, and accessories (MIDI-ready – not modified like other computer products) including the new laptop Stacy for musicians on the go. Also included is a free listing of over 100 software applications designed for the ST – and you.

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ATARI" Atari Corporation Music Division P.O. Box 61657, Sunnyvale, CA 94088

Liaug 1990 Meeting Dates

Ban 6	July 7
Fcb 3	Aug 4
Mar 3	Sept 8
Apr 7	Oct 6
May 5	Nov 3
June 2	Dec 1

ANNOUNCING

8bit Public Domain Disks

• Language Game

Play this alone or with 2 friends. Or you can create your own trivia files wiht 350 questions per disk or 730 with double density. A double-sided disk which includes instructions and assembly source code.

• PD 139 _______ Atari Basic Power Pack

by Bob Duhamel. Add 40 new commands to your programs with this "function library" for Atari Basic. Written entirely in standard Atari basic with some machine language in string variables. No special hardware. software or skills needed.

• BRE044__________________ Daisydot

by Roy Golden. Near letter quality printer and font editor. Transforms your Epson or Star printer into a NLQ printer . The number of high-resolution proportional fonts that can be used is limitless. Five fonts are included and the Daisy-Dot font editor makes creating new fonts easy. Doc file included on disk.

News

16 bit Public Domain and Shareware software

• LIAUG #54_______ BRE Fun Face v1.0

Demo of graphics program similar to Mac-A-Mug for the Macintosh. Create faces from libraries of eyes, ears and other facial features. Requires monochrome monitor and double-sided drive.

• LIAUG #46_______ LDW Power Demo

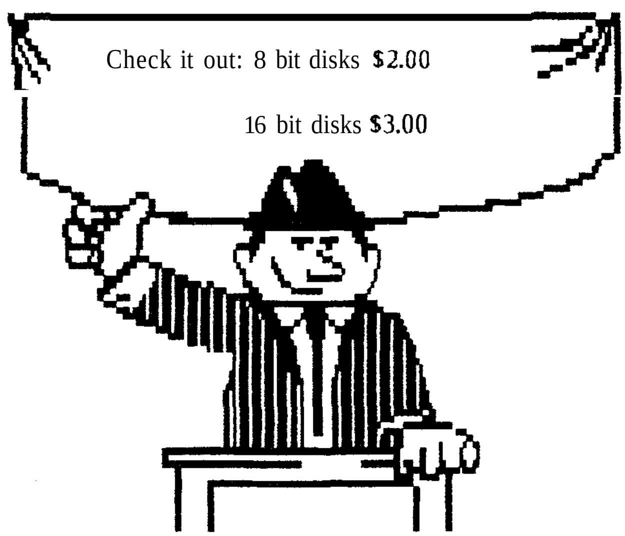
Demo Of LDW spreadsheet program includes auto macro to show off LDW features, and folder of various VIP/Lotus/LDW templates.

• LIAUG #55 CN353 Printmaster Icons #3

479 icons in four files: Collect1, Collect2, Collect3, Collect4. Includes catalog program to view icons. Upload/download capabilities.

LIAUG 48, 49, 50, 51.................. IMG Clip Art

Various clip art in the .IMG format. Disk 51 includes a display program.



Install an Alternate OS in Your XE

by Don Neff (MACE, WAUG)

When I use my Atari XL I have three Operating Systems (Omnimon. Omniview and the original Atari OS) available by the flick of a switch. The installation of these alternate operating systems was an easy job in the XL.. They reside on a small printed circuit (PC) board which is plugged into the socket of the original Atari **OS.**

When I bought my XE I wacted to install these same OS chips in it too but fan into problems. First the XE OS chip is soldered in place on the mother board. Second, it is located under the keyboard and does not have enough overhead room to permit the installation of a socket and the other OS chips on their PC board. My solution was to give up the Omniview and piggyback the Omnimon chip on the XE OS chip.

What is an Alternate OS?

Several people make replacement operating systems for all the Atari 8-bit computers. My favorite alternate systems are Omniview and Omnimon by C. David Young.

Omniview is an 80 column system for the 8-bit. Yes. you read that correctly - an XL/XE 80 column word processor (OmniWriter) has been available for several years. You can also use 80 column telecommunications with it and. if that's not enough, it utifizes your 256K or 320K memory enhancement. You can switch between 40 and 80 columns any time with just two keystrokes.

Omnimon is a powerful hacker's delight. It is a resident machine language editorlmonitor, a disk sector editor. a Hexadecimal calculator, and much more. 1 will probably never discover all the things this OS can do. Omnimon will also run all the old Atari programs without the need for a translator disk.





Installing Omnimon in the XE

Open your XE and locate IC chip 115. the Atari **OS.** Gently unsolder pin #20 and lift it from its hole in the PC board. You must be very careful or you will destroy the thin copper traces in the area. An easier method of removal might be to cut the pin with small diagonal cutters or a sharp Xacto knife, near the

surface of the PC board. Rend the pin up until it sticks out parallel to the PC board surface as shown in Figure !. Solder one end of a 12 inch piece of wire (RS #278-1307) in the hole from which the pin was removed. Solder a second 12 inch piece of wire to pin #20 of IC U5.

Gently bend up pin #20 of your Omnimon chip so it sticks out awayfrom the other pins just like pin #20 of 115. Place the Omnimon chip on top of 115 in piggyback fashion, as shown in Figure i. and look carefully at all the pins. All the pins on the Omnimon chip must make good contact with their corresponding pin on 115, except pin #20. Remove the Omnimon chip and bend the pins as needed to insure good contact. When all 27 pins have good contact with the pins of 115. you can solder the matching pins together using as little solder as possible.

Solder one end of a third 12 inch wire to pin #20 of the Omnimon chip. Solder one lead of a 4.7K ohm resistor (RS #271-1330) to pin 28 of the two piggy back IC chips. Solder 2 fourth I2 inch wire to the remeicing lead of the resistor. Cut three I inch pieces of insulating tubing (RS #278-1627) and slip them over the appropriate wires to cover the resistor leads and the two IC pins. Use the heat of your soldering pencil to shrink the tubing so it won't move later. Just hold your tip near the tubing without making contact. If you touch it with the tip, the tubing will melt and you will have to replace it.

you can save the file in the following formats: PI3, IMG, or Postscript.

You may remember a DEMO version of this program that was doing the rounds about a year ago. No wonder why nobody could find the makers of this package Quick Brown Fox and the programmer are based in Antwerp, Belgium.

There are at least 3 companies given distribution credit but here's where the programmers esk you to write: CAVENDISH Distributors. Ltd.; 85, Tottenham Court Road: London W1. So I don't know where you can order it from, but MicroWorld in Berkeley, California has it in stock.

With TOS 1.4 two bombs will appear when entering the paint mode. Your machine will then lock-up so you can't save a face in DEGAS, IMG or Postscript format or use the pain: menu if you have TOS 1.4 but you can create a face and save it as a *.FAC file.

"That's Fun Face" carries a retail price of $99.95. With the huge price I don't think you will get your money worth if you don't intensively use it.

Created with "That's Fun Face",



Minutes of the 11/4/89 meeting of the Long Island Atari User Group

John Aalto opened the business meeting of November 4, 1989 at 12:42 p.m. with a presentation of advertisements for the new AT400 (Portfolio) laptop Atari. There followed a discussion of the new Ataris and a mention that 520 STs will probably be offered for sale shortly. at a good price.

John then apologized for the inability of the regional group, to get together to produce a calendar issue newsletter. The meeting which would have produced such a newsletter had to be postponed to February at Bell Laboratories, which would be too late for such an issue. The idea was mooted that a local group newsletter might be produced by LIAUG the Ol' Hackers and BASIC.

John reported that Horst Dewitt was on a visit to the Hi! Ryters in Germany, and that along with him had gone copie of Randy Constan's Super 3D program and shirt transfers, etc.

The election of officers then followed and the full slate was elected by acclamation.

Randy Constan reported on the Treasury. which is still solvent.

Jim Harris, in reporting on the 8-bit library, reported that his Boot Fix and Accident Fix are now uploaded to the Bulletin Board and available for downloading.

Harvey Schoen also reported on the 16-bit library.

As to CURRENT NOTES, a check is now waiting to go off.

Meanwhile. another warning was issued on the problem of high density disks. They do not work with some Atari drives, and in any case are more expensive and therefore it is advisable to buy the cheaper disks and obviate any problems.

A RRS officers meeting was set up for the second week of the month.

The November meeting was adjourned at 1:35 p.m. for lunch and was followed by demos.

Closing by the editor

I expect thar most members recognized our man of the year, as digitized on last month's cover of the Lighthouse, as our current President, John Aalto, Jr. John has beer involved with Atari computers from the beginning and is a founding member of the Long Island Atari User Group. It is John's enthusiasm and drive that is most responsible lor the longevity and vitality of these meetings.

I would like to take this time to point out that recommendations for Man Of The Yeer 1990 will be accepted through December. Let's have yaur vote by BBS or mail. Digitized pictures welcomed but a snapshot will do.

Connect the four wires to the switch (RS #275-614) as shown in Figure 2. The wire from the hole in the PC board goes to one of the center terminals on the switch. The wire from the resistor goes to the other center terminal. The wires from the IC chips (pin #20) go to the end terminals (both on the same side) of the switch. Use two short pieces of wire to connect the opposite end terminals of the switch as shown in Figure 2 (the jumpers are not connected to each other where they cross).

Drill a 114 inch hole in your XE case. mount the switch in it and reassemble your computer.

Testing the System

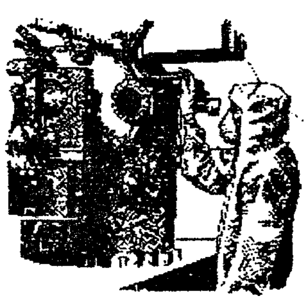
Hoot up a DOS disk as you normally would. Hold down your Option and Select keys together, and then press Reset. Release the Reset key first and then release Option and Select keys. You should see a new screen display without going through a resct. If your computer just resets itself, flip the new switch to its other position and repeat the steps described above. The switch position which causes a normal reset should be labeled as the XE position. The other position should be labeled as the Omnimon position.

Where to Buy an Alternate OS

Omnimon, Omniview are available from: CDY Consulting. 421 Hanbee. Richardson. TX, 75080

Boss is available from: Allen Macroware, PO Box 2205, Redondo Beach. CA, 90278

Write to both companies and request their free product flyers or refer to their ads in Antic or Analog.



"That's Fun Face"

reviewed by Darryl May.

Review copy loaned by Bill at MicroWorld in Berkeley, Ca.

Permission to reprinted granted if the above twc lines are included and left unaltered.

First published in the SLCC, FRAUG, and ABACUS newsletters.

[Included with this article are 4 sample faces of my creation in 2 DEGAS Elite files]

"That's Fun Face" is a drawing package that allows you to create a composite picture of a persons face like a "mug shot".

Created with "That's Fun Face".



A huge flashy box and binder set hold a little tiny manual. A read me file on the diskettes says to forge! the installation instructions in the manual. And a example in the manual asks for an JMG file that isn't on the disk. Overall the manual doesn't need to be read in order to start working with the package but it does explain some oddities in the program.

When creating a face you have a selection of about 57 hairstyles, 35 eyebrows. 46 pairs of eyes, 15 ears. 50 ncses, 48 mouths. 26 chins/shoulders/shirts, 43 mustaches. 16 beards, and 26 pairs of eyeglasses.

Once you pick out the facial fcaturcs you then move to the paint menu where you can touch up the picture with a wide selection of tools and special effects. From the Paint Menu

SUPER 3D PLOTTER II

By: R. Constan c 1985

★ ★ BEYOND BELIEF! ★ ★

It you have any interest in **3D computer** animation and image design, get ready to watch your so-called "game machine" **out-perform every 8-bit** machine on the market today! SUPER 3D PLOTTER II is a complete 3D image design, display, and animation package tor your **Atari** computer. Thanks to some **new** and **very powerful** "natural" algorithms developed by **Elfin Magic, detailed hi-res images can be rotated and** maneuvered at an amazing **projection** rate of 3 to 6 **screens** per **second! This** is the kind of **animation** that was considered impossible for an **Atari. Believe** it!! THIS PROGRAM ALLOWS MORE REAL TIME CONTROL THAN ANY CURRENTLY AVAILABLE 3D SYSTEM FOR ANY-8 BIT MACHINE. SUPER **3D PLOTTER II** also contains two full-featured, memory-resident editors: Enter your images via numeric **data, or right** on the screen with a **joystick!** Here are just some of **the** truly amazing features of this package.

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Don't be fooled by the low price! This package is usable in professional 3D C.A.D. applications, and this ad does not permit space for a fair description! Send S.A.S.E. for more info, or send check or money order to:

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FOR ALL 8-BIT ATARI COMPUTERS
WITH 48K AND DISK DRIVE.
PRINTER OPTIONAL

—SOFTWARE WITH IMAGINATION—

CIRCUIT DATABASE II

This is an **enhanced version** of the electronic circuit (SCHEMATIC) drawing program I presented in the Nov. 1984 issue of ANALOG Computing. This program allows easy design and editing of electronic circuits, and storage of up to 60 complete, labeled diagrams on a single side of a disk! This new **version** includes several added circuit symbols, plus a special "TEXT TO HI-RES" converter, which produces neat, *vertical* printouts on any dot-matrix graphics printer having a vertical printhead. The editor is so friendly, you can almost draw your circuits on screen faster than you could scribble them out with pencil and paper. And, it's written in plain, **listable** Atari BASIC, with full documentation on all machine language routines (USR calls), so you can use them in your own programs CIRCUIT DATABASE II is a must for anyone concerned with the electronics field, from weekend hobbyist to professional. In fact, in today's world of fast-moving technology, it is almost unthinkable that you (or your children) will never be exposed to electronic circuits in some form. Now, you can be ready—and at a price you can't resist.

ONLY $12.95! **OR SEND S.A.S.E. FOR MORE INFO AND SAMPLE PRINTOUTS!**

LONG ISLAND ATARI USER GROUP

The Long Island ATARI Users Group

MEMBERSHIP APPLICATION

To apply for your membership fill out the following application and bring it to the next meeting, or mail it (including check or money order) to:

The Long Island ATARI User Group
P.O. Box 92
Islip, New York 11751

The current dues, which includes a subscription to our newsletter, is $20 per year. Kindly make your *check* payable to The Long Island Atari User Group.

First name: ______________________ Last name: ______________________

Address ____

City: ______________________ State: ________ Zip: ________

Phone #: ____

Your system (please be specific):

Computer: 400 600 800 800XL *66* 130 520 1040 MEGA

Memory: ________ K Cassette: ________ Disk drives ________

Modern: ________ Interface: ________ Printer: ________

Other: ____

What languages are you familiar with? ______________________

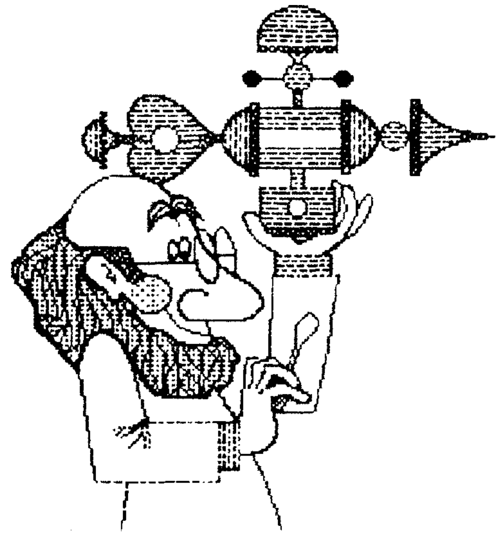
____

In what areas would you like to learn more about your computer system? ______________________

____

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